

**Specification:**

Replace the last paragraph on page 2 with the following rewritten paragraph:

After discovering the existence of functional mistakes using a verification method, it is necessary to locate the functional mistakes before correcting them. This task of locating mistakes is generally known as debugging. It is more art than science to perform the tasks of locating and correcting the mistakes. A circuit can have many different correct implementations, and therefore there are many ways to fix the same functional mistake. Furthermore, different functional mistakes may cause the same error in the circuit behavior though they may also cause other different errors in the circuit behavior. As the result, correcting functional mistakes involves trial-and-error.

Replace the last full paragraph on page 5 with the following rewritten paragraph:

A debugging method for interactively locating functional mistakes in a digital circuit design is disclosed.

Replace the first paragraph on page 15 with the following rewritten paragraph:

The weight of each of paths **180** is 1 in a preferred embodiment. In another preferred embodiment, the weight of each of paths **180** is the result of dividing an

initial weight by 2 repeatedly, and the number of times of repeating the division is the number of edges in this one of paths 180. The initial weight is the same for each of paths 180, and it can be 1 or any other number. As the result of this repeated division, each additional edge in one of paths 180 reduces the weight of this one of paths 180 by a half. Depending different the approach to select one among the many possible fixes, there can be other ways to define how the weights and the likelihood ratings should be calculated as long as the likelihood ratings (or, to be short, ratings) help selecting a fix.